JAMMIN'
by
TASKSET

TASK SET!

THE BUG STOPS HERE!

'JAMMIN'

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commodore 64

SPECIAL

DIGITAL MIX

Best with joystick

commodore 64

JAMMIN' – INSTRUCTIONS

1. LOADING

   a) Start with Commodore 64 switched off.

   b) Remove all peripherals except joystick, tape and screen. The tape player should be as far as practical from the T.V. monitor.

   c) Switch on – check tape is rewound.

   d) Hold down SHIFT and press RUN/STOP.

   e) Press PLAY on the tape player.

   f) Wait until FOUND JAMMIN' APPEARS.

   g) Press the C= key. Jammin' will now load. The screen will be blank during loading (12 mins).

2. SETTING UP

   Use joystick port 1 or keyboard

   $$\begin{matrix} & W & & & I & \\ A & S & \text{or} & J & K \\ & Z & & & M & \end{matrix}$$

   Shift = Jump   Function = Pause

   Use T.V. volume control. To change any options follow the screen instructions

3. THE GAME

   Guide Rankin Rodney through the top twenty mazes to number one, collecting the instruments and bringing them home. Avoid bum notes and distortion, and rescue the instrument from dischords. Use joystick and jump button together to step onto the moving circles.

4. HINTS

   Move on one colour at a time, and change the colour by stepping on and off the flashing diamonds.

   Conceived by Gibbo for Cosmo and Amber